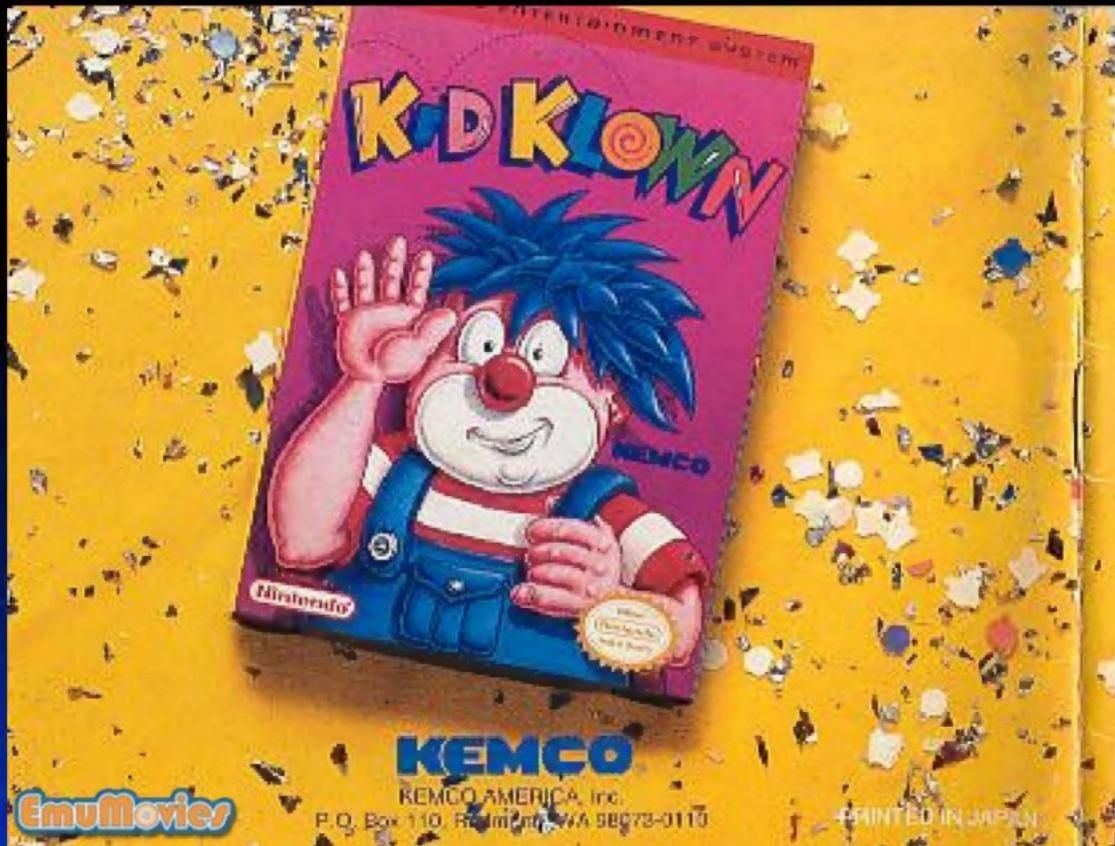


Nintendo

ENTERTAINMENT SYSTEM



KEMCO

KEMCO AMERICA, Inc.

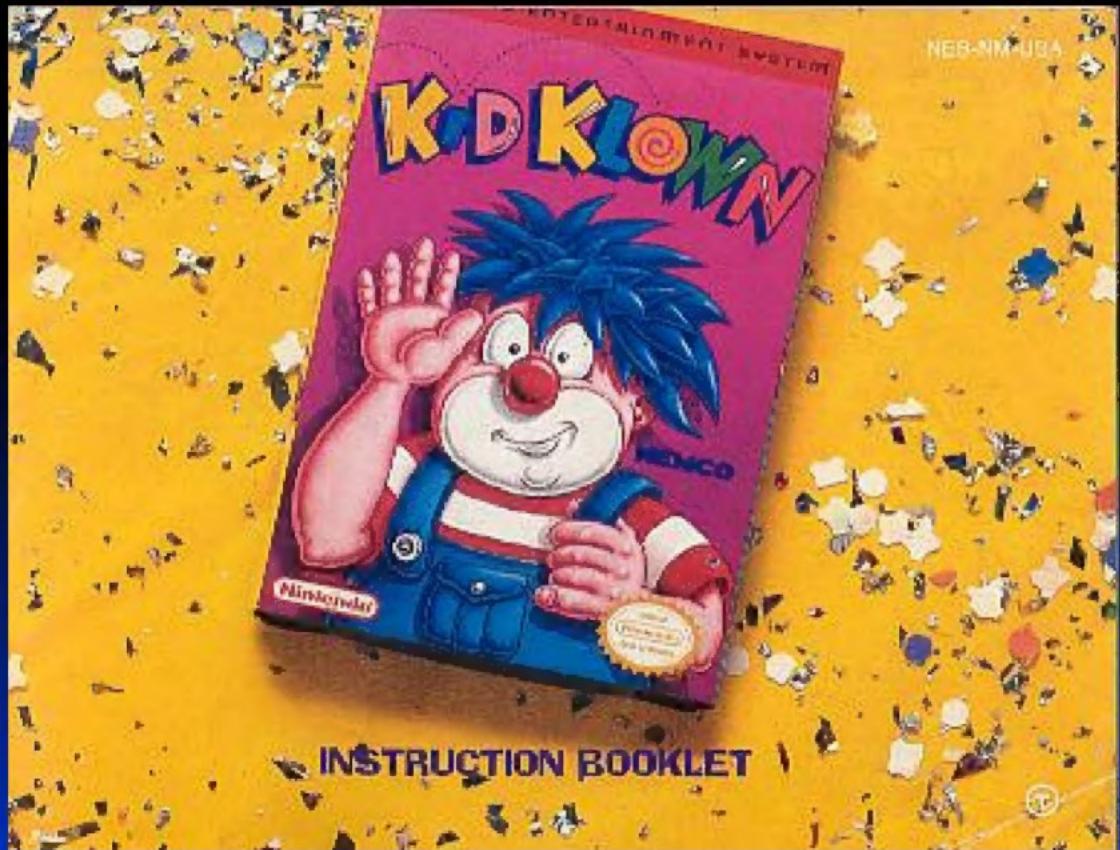
P.O. Box 110, Renton, WA 98079-0110

EmuMovies

PRINTED IN U.S.A.

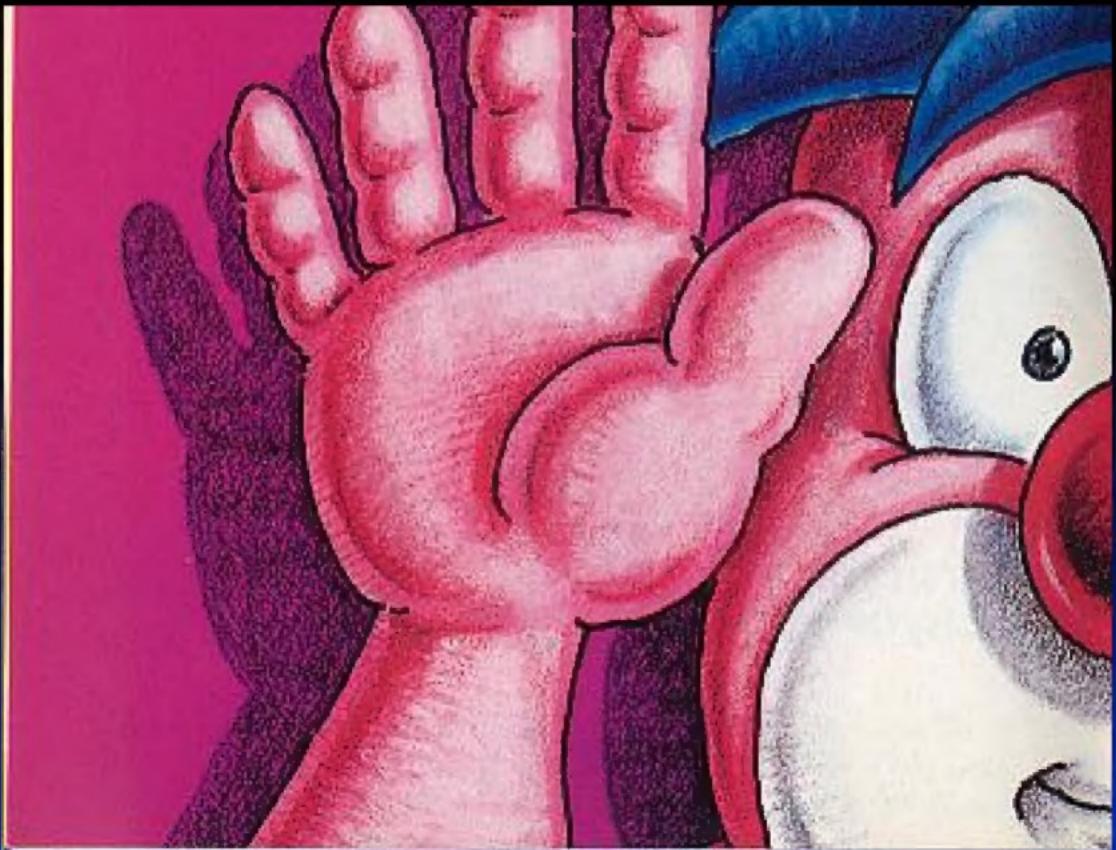
Nintendo

ENTERTAINMENT SYSTEM



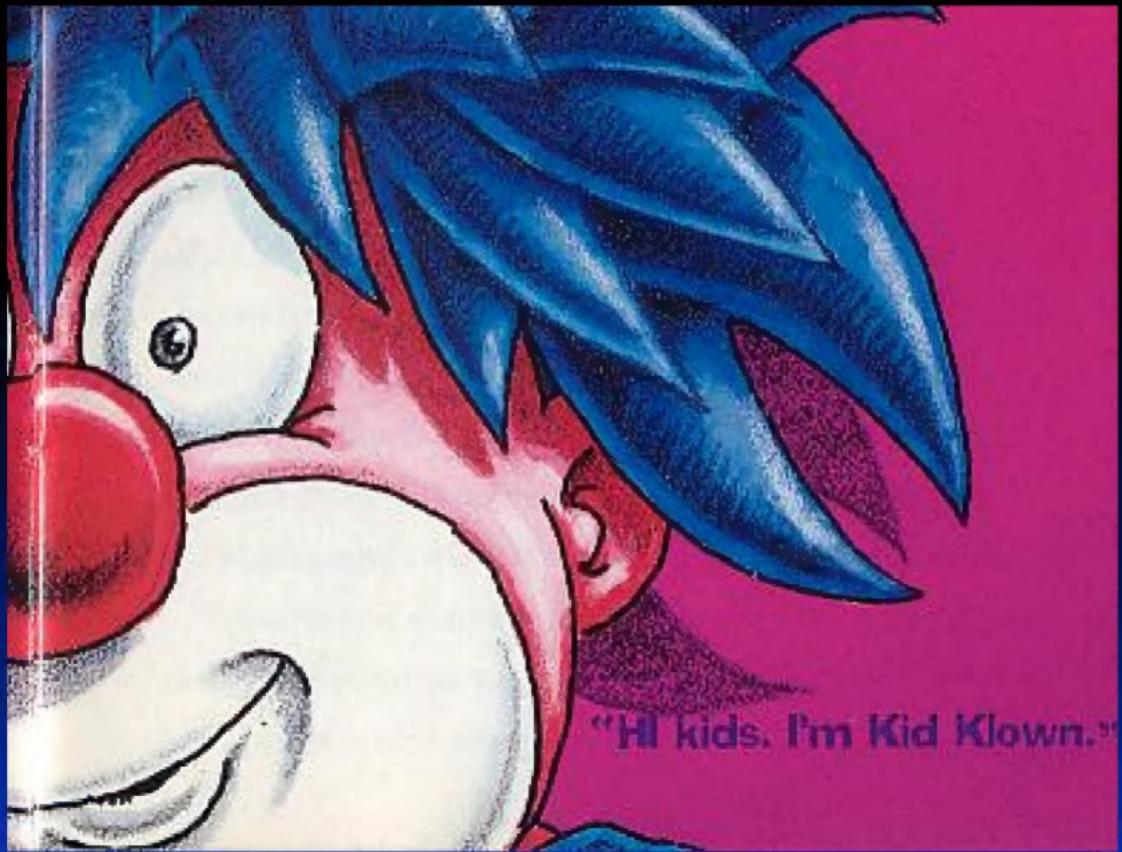
Nintendo

ENTERTAINMENT SYSTEM



Nintendo

ENTERTAINMENT SYSTEM



"Hi kids, I'm Kid Klown."

Nintendo

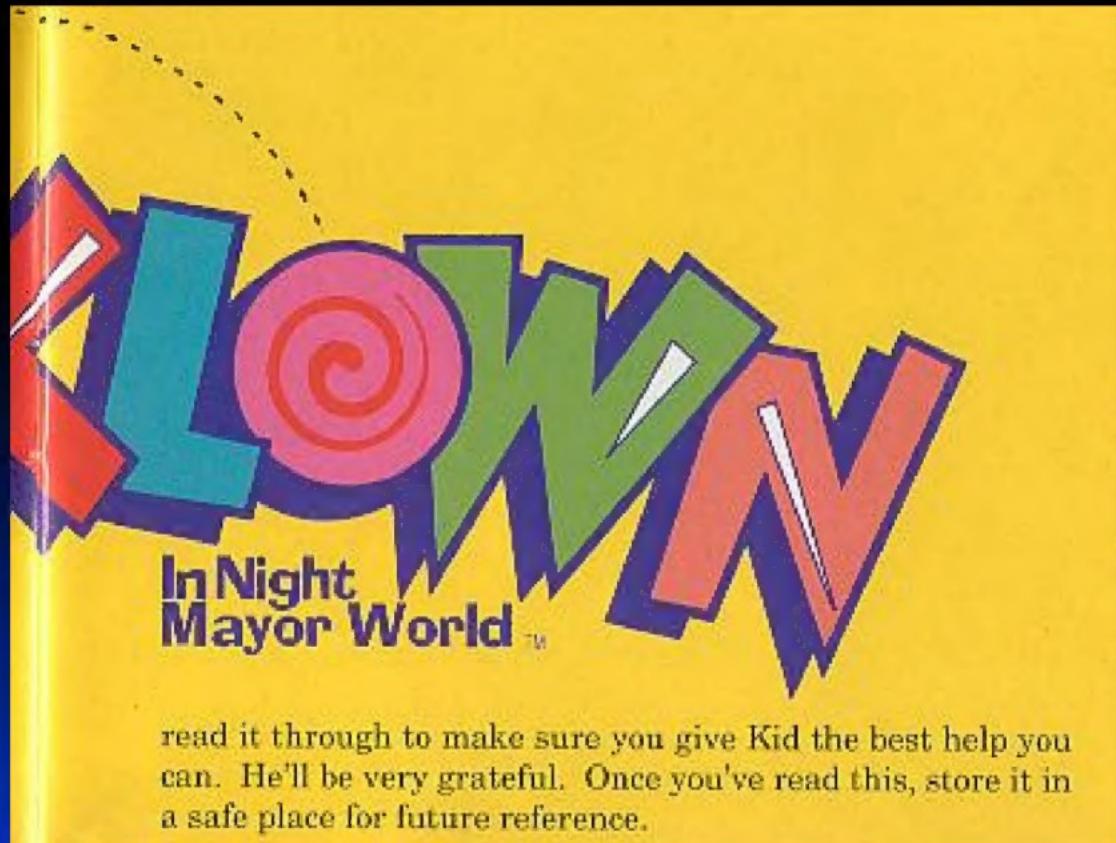
ENTERTAINMENT SYSTEM



Hello, and thank you for purchasing Kemco's[®] NES[™] Game Pak, Kid Klown in Night Mayor World. This manual contains important information about playing the game, so

Nintendo

ENTERTAINMENT SYSTEM



read it through to make sure you give Kid the best help you can. He'll be very grateful. Once you've read this, store it in a safe place for future reference.

Nintendo

ENTERTAINMENT SYSTEM

Warning: DO NOT USE WITH FRONT OR REAR PROJECTION TV - Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY

READ BEFORE USING YOUR NINTENDO ENTERTAINMENT SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flash lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Nintendo Entertainment System. Players who have not had any previous seizures may nevertheless have an undiagnosed epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: blurred vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.



LICENSED BY



NINTENDO AND NINTENDO
ENTERTAINMENT SYSTEM ARE
REGISTERED TRADEMARKS OF
NINTENDO OF AMERICA INC.
© 1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR
ASSURANCE THAT NINTENDO HAS
APPROVED THE QUALITY OF THIS
PRODUCT. ALWAYS LOOK FOR THIS
SEAL WHEN PURCHASING GAMES AND
ACCESSORIES TO ENSURE COMPLETE
COMPATIBILITY WITH YOUR
NINTENDO ENTERTAINMENT SYSTEM.
ALL NINTENDO PRODUCTS ARE LICENSED
BY NINTENDO FOR USE ONLY WITH OTHER
AUTHORIZED PRODUCTS BEARING THE
OFFICIAL NINTENDO SEAL OF QUALITY.

Contents

Story	1
Getting Started	3
Controller Functions	5
Special Moves	9
Playing the Game	15
Dream Realms	19
Bonus Game Details	24

Story

On a rainy Kansas night, the Klown family kicks back in their cozy circus trailer, traveling to the next location of the Big Circus Show. Suddenly, with a flash of lightning, the evil magician, Night Mayor, appears out of thin air! "Kid," he hisses, "I've found a vault full of priceless treasure, but I need your help to open it. Help me out, and you will be well rewarded!" Kid trusted wicked old Night Mayor about as far as he could throw him. "No way, pal! I know your dirty tricks, and I'm not

going anywhere with you!" The Night Mayor spat back, "Very well! No more Mr. Nice Guy!" Lightning flew from the sinister magician's fingertips and engulfed Kid's family. There was a thunderclap and Kid stood all alone in the cold rain. The Night Mayor had kloon-napped Kid Kloon's family! "If you ever want to see your family again, Kid, you'd better come find me! Ha, Ha, Haaa!" The Night Mayor's wicked laugh faded into the night...

Major bummer, huh?

Wait, all is not lost! You can help this Kool Kloon find the Night Mayor and rescue the Kloon family. Read on to find out how!

Getting Started

Make sure the power is OFF, and slide your Kid Klown in Night Mayor World NES Game Pak (label side up) all the way into your Nintendo Entertainment System™ Control Deck. Press the Game Pak down until it locks, and press the Power Button on the NES deck to get started!

When the Kid Klown title screen appears, press the Start Button to take off on a dream filled journey!

Nintendo

ENTERTAINMENT SYSTEM

Kid Klown in



©1993 KEMCO

Controller Functions

Kid's pretty slick for a Klown-type dude, and he does have an endless supply of circus balloons that he can use in his search, but he can't make it through Night Mayor's crazy world alone. Get these cool moves down to help Kid out of hot water!

Control Pad (right & left) Kid walks in the direction pressed. The longer you hold the direction, the faster Kid will move. He can really hustle in his size 42 shoes!

Control Pad (down) Kid Klown ducks down.

Control Pad (up) Hold this, then press and release the B Button to throw a balloon straight up.

B Button Press to inflate a balloon. Release to throw it in the direction Kid Klown is facing. Balloons are great for zapping the bad guys!

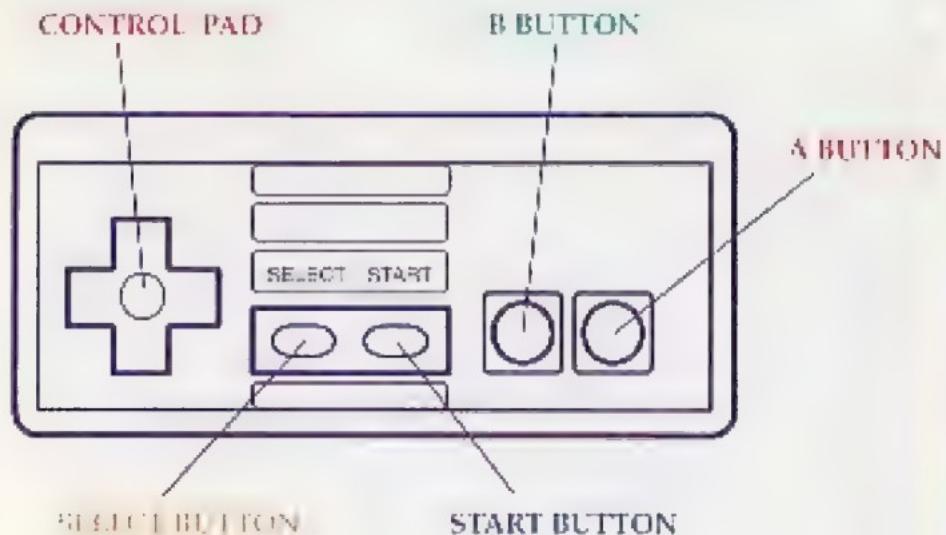
A Button Jump!

Start Button Starts the game. Pauses (or un-pauses) the game during play.

Select Button Press this during the title screen to turn the background music on or off. It is not used during play.

Nintendo

ENTERTAINMENT SYSTEM



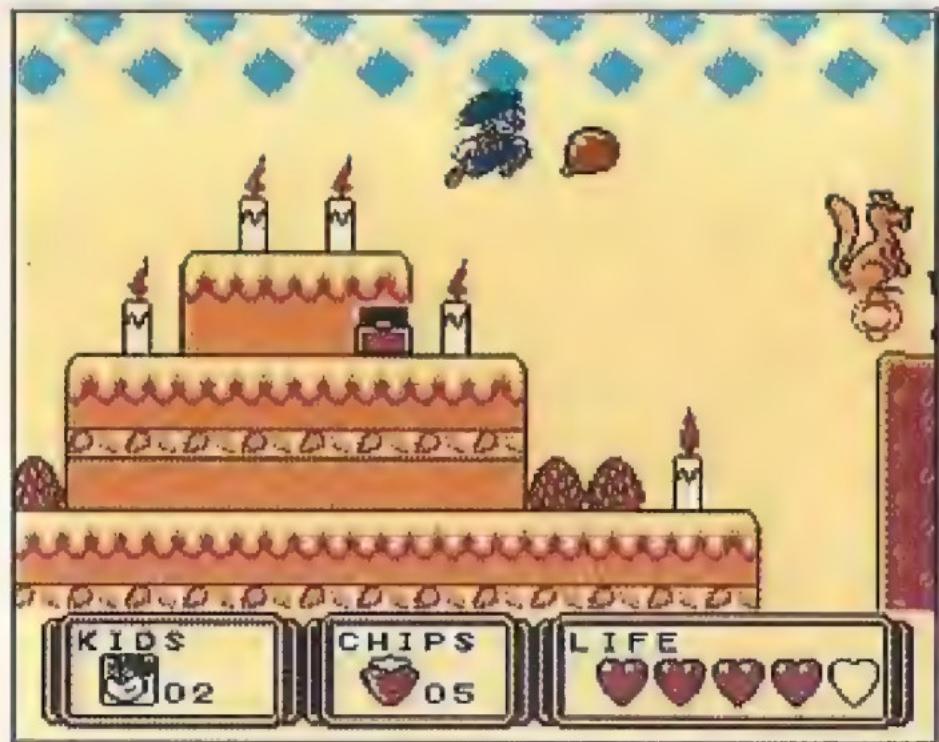
Special Moves

Aim the Balloons

After Kid Klown jumps, while he's still in the air, he can throw a balloon in 8 different directions! Push the A Button to jump. While Kid's in the air, hold the Control Pad in the direction you want to throw the balloon, then press and release the B Button.

Nintendo

ENTERTAINMENT SYSTEM



Float

Lighten the load on Kid Klown's big feet by holding the B Button. That way, Kid holds onto an inflated balloon. This allows Kid to slowly float down from any height. This is especially helpful on soft ground (like snow!), or while jumping over extra wide gaps.

Nintendo

ENTERTAINMENT SYSTEM



Balloon Bounce

If Kid's got to jump up high but just can't make it...set a balloon on the ground and jump on top of it for a bit of a bounce boost. Remember that the balloons won't last long once they are on the ground, so move quickly to jump on them before they pop! To place a balloon on the ground, hold Down on the Control Pad, then press and release the B Button.

Nintendo

ENTERTAINMENT SYSTEM



Nintendo

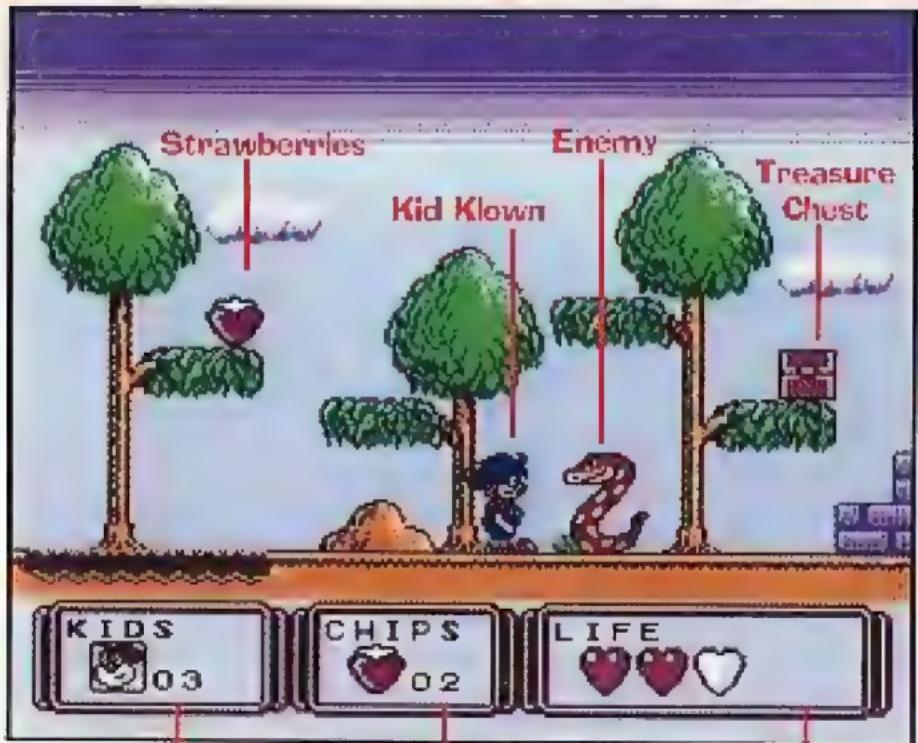
ENTERTAINMENT SYSTEM

Playing the Game

What's that I see?

Nintendo

ENTERTAINMENT SYSTEM



Number of Klown
lives left

Number of Strawberries
collected

Life Hearts

Treasure Chest What's inside? You'll never know unless you open it with a trusty circus balloon. Throw balloons at the treasure chests to bust 'em open. Then make Kid Klown walk over the opened chest to retrieve the hidden treasure inside!

Kid Klown That's you, Kool Dude!

Strawberries Collect these giant berries and gain bonus shots at the end of each stage. Try to pick up as many as you can.

Enemy Knock Nightie's Nasties into reality with a well-placed circus balloon!

Number of Klown Lives Left This indicates the number of lives Kid Klown has left to finish the game.

Number of Strawberries Collected this Stage
Remember to pick as many berries as possible!

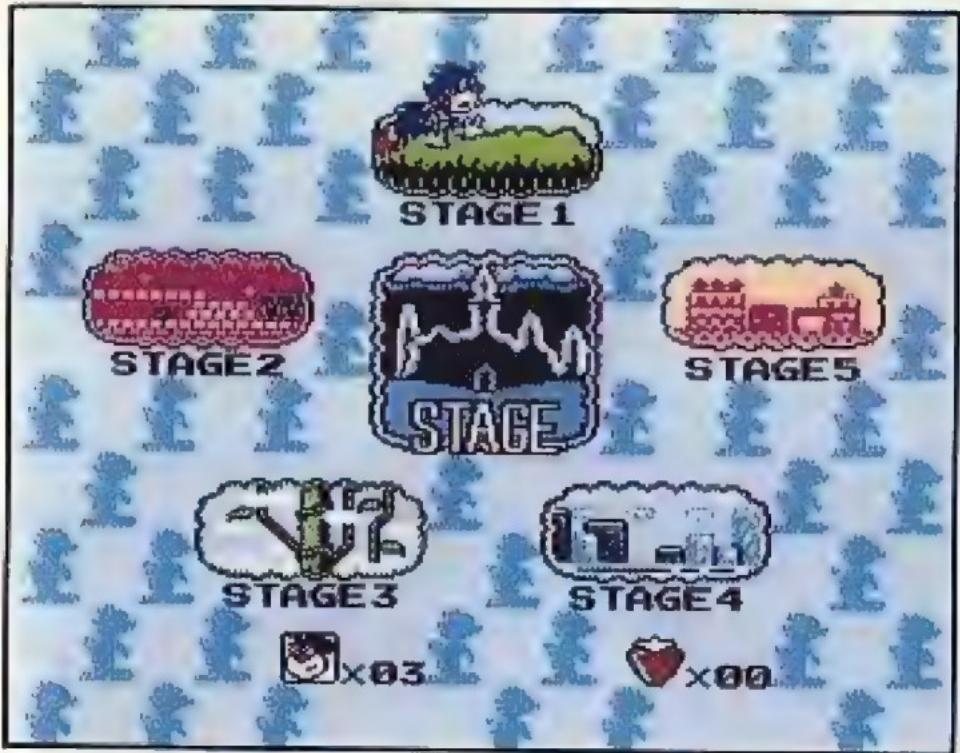
Life Hearts These hearts indicate Kid Klown's life level.
When these run out, you're in BIG trouble.

Dream Realms

Night Mayor World is made up of five outrageous realms. Using your imagination, and Kid's expert balloon moves, you must conquer each world in turn to rescue his family...

Nintendo

ENTERTAINMENT SYSTEM



Stage 1, Deadly Meadow

This isn't Kansas anymore, Kid! Kid Klown's up against vicious somersaulting circus poodles, poisonous red spiders, and a severely underfed giant clam. Will Kid survive to battle an overgrown Barn Owl with a sweet tooth for teenage Klowns?

Stage 2, Terrible Toyland

What would you do if your toys started to treat you like you treated them? An army of tin soldiers, yo-yo swinging robots, and renegade puzzle pieces (the ones that got lost 5 minutes after you opened the box) are determined to leave Kid lying all over the floor. Heads up, Kid!

Stage 1, Big Bad Beanstalk

Jack had it easy. Can Kid climb to the top of this hazardous beanstalk and take out the giant Cyclops? Only if you can safely get Kid past blade-flinging mutant insects, mis-guided missiles, perilous projectile popping pea pods, and Mother Nature gone crazy!

Stage 4, Arctic Wasteland

Regardless of what your mom says, you don't need a warm coat in this frozen world...the action on the ice is hot enough to keep Kid Klown sweating! Dodge ice skating witches, sinister snowmen, and try to stay in control on the slip-

pery ice! Beware of newly fallen snow too, or you may find yourself up to your neck in trouble.

Stage 5, Candy World Kid's out of the ice and into the icing! What a stomach ache! Kid Klown's got to get through mountainous mounds of cavity causing confections to reach the end of this crazy candyland. Watch out for lollipop snails and loony ice-cream cones that just can't seem to keep their heads on straight.

If Kid balloons his way past each of Night Mayor's dream guardians, maybe he can rescue his Ma, Pa, and Bro...maybe.

Bonus Game Details

Depending on how many strawberries Kid picked up, he'll have the chance to bean some bonus booty after beating the Big Boss at the end of each level.

Aim the cross-hair cursor and hit the moving items with Kid Klown's balloons to gain hearts and 1-ups!

Control Pad Move the aiming cursor with the Control Pad.

B Button Press and hold to inflate a balloon, release the button to lob a balloon at the aiming cursor.

Start Button Press this to exit the Bonus Game before Kid uses up his chances...careful with this, you'll lose all of Kid's strawberries!

Hint- You'll have to "lead" your targets a bit; balloons just aren't faster than a speeding bullet. Some targets will move erratically and suddenly change the direction in which they are moving. Aim carefully, keep trying, and have fun!

Nintendo

ENTERTAINMENT SYSTEM



KEMCO AMERICA, INC.

KEMCO AMERICA, Inc. warrants to the original purchaser of this KEMCO AMERICA, Inc. software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. The KEMCO AMERICA, Inc. software program is sold "AS IS" and without any expressed or implied warranty of any kind, and KEMCO AMERICA, Inc. is not liable for any losses or damages of any kind resulting from use of this program.

If the KEMCO AMERICA, Inc. software product fails to comply with this limited warranty, KEMCO AMERICA, Inc. agrees to either repair or replace, at its option, free of charge, the noncomplying KEMCO AMERICA, Inc. software products provided it is returned by the original purchaser, postage paid, with proof of purchase, to KEMCO AMERICA, Inc.'s Factory Service Center,

TO RECEIVE THIS REMEDY:

1. DO NOT return your defective KEMCO AMERICA, Inc. software product to the retailer.
2. Send the defective product to KEMCO AMERICA, Inc. Factory Service Center at:

KEMCO AMERICA, INC.
Warranty Return Center
P.O. Box 110
Redmond, WA 98073-0110
(206) 556-9000

LIMITED WARRANTY

When you write to us, please provide us with your phone number and a brief explanation of what appears to be wrong with the product. The remedy provided above is your exclusive remedy if the KEMCO AMERICA, Inc. software product does not comply with this Limited Warranty.

This warranty shall not be applicable and shall be void if the defect in the KEMCO AMERICA, Inc. software product has arisen through abuse, unreasonable use, mistreatment, neglect or reasonable wear and tear. IN THIS WARRANTY IS OBLIGATIONS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KEMCO AMERICA, INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KEMCO AMERICA, INC. BE LIABLE FOR ANY DIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE KEMCO AMERICA, INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific legal rights, and you may also have other rights which vary from state to state.